



# Associate Animation Technical Director [Far Cry Project]

**Montreal - Full-time - 743999986677863**

## Apply Now:

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As an Assistant Animation Technical Director at Ubi MTL, you will support the design and implementation of the technical animation pipeline, production workflow and the technical requirements for delivery and needs of the projects assigned to you. In concert with the other department managers, you will support the direction, design and technological vision of the animation pipelines & tools for the pipeline [real-time].

## What you'll do

- **Define your team's technical needs** by consulting project documents and communicating with those involved in the development of the creative vision (design and artistic) in collaboration with the TD;
- **Help develop/select the best internal and external tools**, in collaboration with the TD, to enhance and facilitate the work of the animation team by testing tools before they are deployed on the project and ensuring their proper functioning throughout the process;
- **Suggest best practices to the TD** to standardize work methods and ensure the validity and integrity of the data by drafting and updating pipeline documents on a regular basis, setting out a common classification system, training processes users and regularly reminding the animation team members of the technical constraints and their rationale;
- **Ensure the technical validation of the data** produced by the animation team, resolve first-line technical issues to support the team by working in close collaboration with programmers and the TD, inform the TD of any current and/or future technical issues and recommend solutions;
- **Participate in the optimization and debugging** to fix the issues raised in your field of expertise;
- **Inform the TD on the advancement of the work on a regular basis** to ensure that the TD is able to assess the progress of the deliverables;
- **Carry out working unit-related tasks** (part of the time);
- Carry out all other related tasks.

## What you bring

- Around 5 years of animation, rigging, or programming experience (or related experience) + 3 years of leadership;
- In-depth knowledge of game engines (e.g. Unity or Unreal) & 3D software (3DS Max, Maya, and MotionBuilder) + an understanding of scripting languages (e.g. C#, Python, JavaScript,

MaxScript), motion capture, and state machines;

- A degree in 3D Animation, Computer Science, or Computer Engineering (or related training);
- Excellent communication, interpersonal, mentorship, time management, organizational, and presentation skills;
- A highly innovative, collaborative, attentive, and solution-oriented spirit;
- Critical thinking, curiosity, resourcefulness, and plenty of flexibility;
- Familiarity with bug tracking software (e.g. Jira) and version management systems (e.g. Perforce).
- A passion for sharing your knowledge and helping others learn and grow.

Charles-Antoine and Marie, our talent acquisition specialists, will analyze your application. Please send us a **portfolio** of your best work (you can attach images or provide us with a password link) as well as your **CV** highlighting your education, experience and skills.

**Please note** that our positions are hybrid, but if you reside outside Quebec or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

We look forward to reading your application ! ☐